

NUS-NW8E-USA

The NHL & NHLPA Present

WAYNE GRETZKY'S 3D HOCKEY '98

INSTRUCTION BOOKLET



MIDWAY HOME ENTERTAINMENT INC.
1800 SOUTH BUSINESS HIGHWAY 45
CORSICANA, TX 75110
www.midway.com

Creations

THE NHL & NHLPA PRESENT WAYNE GRETZKY'S 3D HOCKEY IS A TRADEMARK OF WAYNE D. GRETZKY AND THE NATIONAL HOCKEY LEAGUE PLAYERS' ASSOCIATION. EXCLUDING THE WORD NHL. NHL, NATIONAL HOCKEY LEAGUE, THE NHL SHIELD, AND THE STANLEY CUP ARE REGISTERED TRADEMARKS OF THE NATIONAL HOCKEY LEAGUE. ALL NHL LOGOS AND MARKS AND TEAM LOGOS AND MARKS DEPICTED HEREIN ARE THE PROPERTY OF THE NHL AND THE RESPECTIVE TEAMS AND MAY NOT BE REPRODUCED WITHOUT THE PRIOR WRITTEN CONSENT OF NHL ENTERPRISES, L.P./1997 NHL. OFFICIALLY LICENSED BY THE NATIONAL HOCKEY LEAGUE. NATIONAL HOCKEY LEAGUE PLAYERS' ASSOCIATION, NHLPA, AND LOGO ARE TRADEMARKS OF THE NATIONAL HOCKEY LEAGUE PLAYERS' ASSOCIATION AND ARE USED, UNDER LICENSE, BY ATARI GAMES CORPORATION. OFFICIALLY LICENSED PRODUCT OF THE NATIONAL HOCKEY LEAGUE PLAYERS' ASSOCIATION. ©NHLPA 1997. "MIDWAY" IS A REGISTERED TRADEMARK OF MIDWAY GAMES INC. USED BY PERMISSION. UPPER DECK™ AND THE UPPER DECK LOGO ARE TRADEMARKS OF THE UPPER DECK COMPANY. ULTRA WHEELS LOGO IS THE™ AND © OF FIRST TEAM SPORTS, INC.

WAYNE GRETZKY PHOTOS BY BRUCE BENNETT

PRINTED IN JAPAN



MIDWAY



WARNINGS

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

MIDWAY CUSTOMER SUPPORT
903 874-5092

10:00am - 6:30pm / Central Time
Monday - Friday

LICENSED BY NINTENDO

NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND THE 3-D "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC. ©1996 NINTENDO OF AMERICA INC.



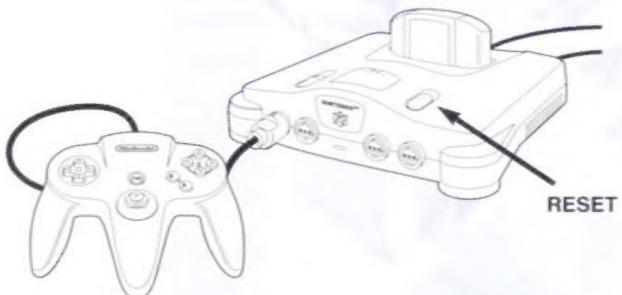
THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

TABLE OF CONTENTS

GETTING STARTED	3
CONTROL STICK FUNCTION	4
PLAYER CONTROLS	5
PLAYER COLOR ID MARKERS	6
MENU SELECTION CONTROLS	6
MAIN MENU	7
TRADING PLAYERS	9
TEAM ROSTER	10
PLAYER CARDS	11
PRACTICE	12
RECORDS	13
SETUP	14
OPTIONS	15
CONTROLS	18
AUDIO	19
PREGAME SET-UP	20
SCORES & SEASON SCHEDULE	22
TEAM SELECTION	23
GAME ON!	24
ON THE ICE	25
TIMEOUT OPTIONS	27
FIGHTING	29
THE POWER PLAY	30
SEASON POST GAME INFO	31
INFRACTIONS	31
OFFSIDES	32
PENALTIES	33
PENALTY DISPLAYS	35
STATISTICS	36
CREDITS	37
WARRANTY	38

GETTING STARTED

WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!



1. Turn the power **OFF** on your N64™.
2. Insert the Game Pak into the slot on the N64™. Press firmly to lock the Game Pak in place.
3. Turn the power switch **ON**. After the appearance of the title and legal screens, you may bypass at any time by pressing **START**.

Delete Controller Pak Menu

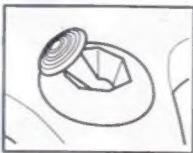
Press and hold the **START Button** upon powering up or a reset to access the Delete Controller Pak Menu. This will allow you to view and delete saved information off a N64 memory pak.

CONTROL STICK FUNCTION

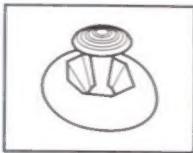
CONTROL STICK FUNCTION

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional + Control Pad.

When turning the Control Deck power **ON**, do not move the **Control Stick** from its neutral position on the controller.



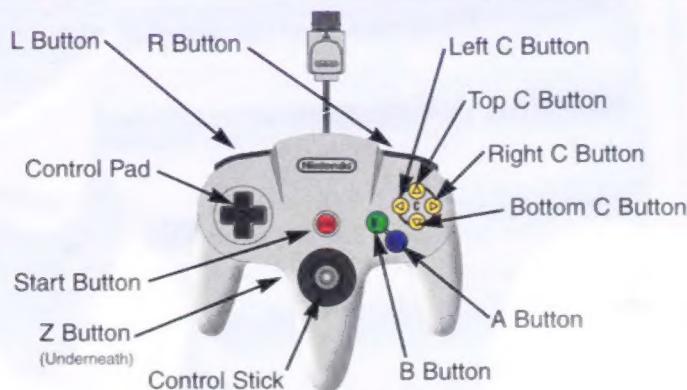
If the **Control Stick** is held at an angled position (as shown in the picture on the left) when the power is turned **ON**, this position will be set as neutral. This will cause games using the **Control Stick** to operate incorrectly.



To reset the neutral position once the game has started, let go of the **Control Stick** so it can return to its center position (as shown in the picture on the left) then press **START** while holding down the **L** and **R Buttons**.

The **Control Stick** is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center™.

PLAYER CONTROLS



Before you put the gear on and take to the ice, familiarize yourself with the game's default controls.

On Offense

Shoot	A Button or Z Button
Pass	B Button
Turbo	Bottom C Button
One-Timer	A + B Button
Switch Players	R Button
Power Shot	A + Bottom C Button

On Defense

Kneel	A Button
Steal	B Button
Turbo	Bottom C Button
Switch Players	R Button
Check	Left C Button
Hook	Top C Button
Trip	Right C Button
Dive	A + Bottom C Button

To customize these defaults, see **Controls**, pg. 15.

Note: Press **START** during the game to display the Time Out Menu (see **Timeout Options**, pg. 27).

PLAYER COLOR ID MARKERS

WAYNE GRETZKY'S 3D HOCKEY '98 supports up to 4 players. In multi-player games, up to 4 players can play on the same team, or play a 2 on 2 or 3 on 1 (see **Team Selection**, pg. 23).

Here are the color ID circles for each player:

Player 1 - Blue

Player 2 - Yellow

Player 3 - Red

Player 4 - Green

When you're on the ice, the above colors will appear under the feet of the human controlled players. Light blue appears under the feet of CPU controlled teammates for Players 1 and 2, and they appear purple for Players 3 and 4. These are default color settings that cannot be changed.

A white area within the circle indicates that Turbo is available. A black area indicates no Turbo is available.

MENU SELECTION CONTROLS

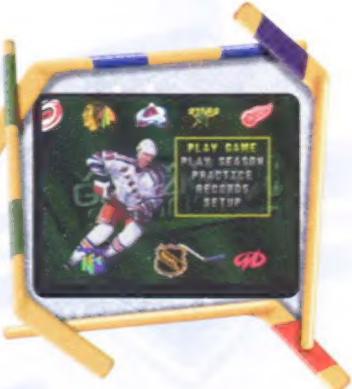
Throughout the game, menu selections can be made with the following controls:

- **Control Pad Up, Down, Left, or Right** to move highlight.
- Press the **A Button** to make selections.
- Press the **B Button** to return to the previous menu.

MAIN MENU

PLAY GAME

At the Title Screen, press the **START Button** to access the Main Menu. Select **PLAY GAME** to view the Pre-Game Set-up Screen (see **Pre-Game Setup**, pg. 20). You'll play a single game, in Simulation Mode, with up to 4 players (see **Play Modes**, pg. 11 for details on the game's two game modes).



PLAY SEASON

Select from several season options, using any of the 26 teams available in the game. All season modes are for a one player vs. the CPU only. After you've selected this option, the Pre-Game Setup Screen will appear (see **Pre-Game Setup**, pg. 20).

ARCADE

An Arcade Season is quite simple. Defeat every team in each division to win it all. If you lose to a team, you'll continue to play that team until you're victorious.

START SEASON

Play a complete 82 game season. You'll play a full schedule of games, then move on to the playoffs if your record is good enough.

PLAYOFFS

Go right to the excitement and intensity of the playoffs. You'll take on the teams in your bracket as you struggle to make it through the playoffs.

MAIN MENU

PASSWORD

If you are not using a **Controller Pak** (see **Controller Pak**, below), a password will appear following a season game. Write it down and enter it the next time you play to restore your season.

To enter a password, press your **Control Pad Up, Down, Left** or **Right** to highlight the character you want, then press the **A Button**. Repeat the process until the entire password appears. Select "**<**" to back up and fix mistakes. Press **START** or select **End** to enter the password.

LEAGUE LEADERS

Check out your season's statistical leaders in various categories. By default, the stats for the '96 - '97 season will be displayed, but once your season is under way, statistics for your season will be accumulated and updated after your season game. To view statistics, press the **Control Pad Up** or **Down** to highlight a player's name, then press **Left** or **Right** to cycle the **GLS** (Goals), **AST** (Assists), **PTS** (Points) and **+-** (Plus/Minus) categories.



TRADE PLAYERS - See **Trading Players**, next page.

TEAM ROSTER - See **Team Roster**, pg. 10.

PLAYER CARDS - See **Player Cards**, pg. 11.

CONTINUE SEASON - You can select this option to continue a season already in progress as long as you have a **Controller Pak** inserted in your controller (see **Controller Pak**, pg. 11).

TRADING PLAYERS

Here's where you can make your own player trades to make a great team of your own or just keep up with player movement in the NHL.

To make a trade:

1. Press the **Control Pad Up or Down** to cycle the NHL teams in the upper portion of the Trade Screen.
2. Press **Left or Right** to highlight a player. To view the other lines on a team, press the **L Button**.
3. When you've highlighted the player you want to trade, press the **A Bottom** to access the team you want to trade the player to.
4. Press the **Control Pad Up or Down** to cycle the NHL teams to find the other team you want to deal with, and begin the trade process. A player from the same skill position in the lower portion of the Trade Screen will be highlighted.
5. Press the **R Button** to scroll through that team's lines until you find the exact player you want for the transaction. Press the **A Button** again to make the trade.
6. Repeat the process for more trades. With a Controller Pak inserted in your controller, any trades will be saved for that season.

Note: You may only trade players of similar skill positions (i.e. a Center for a Center, a Winger for a Winger, etc.).



TEAM ROSTER



Use the Team Roster Screen to make modifications to the game's default Team Lines. You'll be able to swap players in similar skill positions from one line to another.

Here's how:

1. Press the **Control Pad Up or Down** to highlight the player names within each line until you find the player you want to move.
2. Press the **A Button** to select the player. His name will illuminate.
3. Press the **Control Pad Up or Down** to highlight the player you want to move to the position of the illuminated player, then press the **A Button** again to make the move.
4. Repeat the process to make more changes.

PLAYER CARDS

View the Player Card of your favorite players, with updated overall season stats and records.

Press the **Control Pad Up** or **Down** to cycle the teams, then press **Left** or **Right** to find a player on that team. The screen displays Overall Stats for the Season and Records for Goals, Assists, Hat Tricks and Points.

CONTROLLER PAK (Restore)

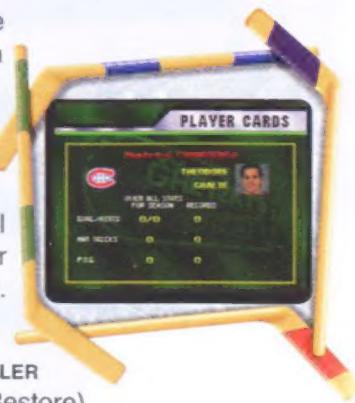
This option only appears if there is a controller pak inserted in your controller. Select season data stored on the *Controller Pak*. You'll go to the Player Setup Screen. Press the **A Button** to view the Enter Initials Screen.

To enter your initials, press your **Control Pad Up**, **Down**, **Left** or **Right** to move the highlight

over the letter you want, then press the **A Button** to select your letters.

When you've selected the third letter, you'll go to the Season Schedule Screen to begin the next game on your schedule (see **Season Schedule**, pg. 22).

If you're starting a new season, you'll go to the Team/Line Selection Screen to select the team you want to use for the new season (see **Team Selection**, pg. 23).



PRACTICE

Select from three different practice options. Choose the team you want (see **Team Selection**, pg. 23). When selected, the Team/Line Selection Screen appears.

- **OFFENSE** - Select this option to take your offensive squad on the ice against an opposing goalie. Practice your passing, shooting, one-timers and any other aspects of your offensive game. You can practice with as many as 5 players on the ice, depending upon how many players you selected within the Options Menu (see **Options**, pg. 15).

- **DEFENSE** - This practice option places you on the ice against an entire opposing offensive squad. Following the face-off, you can practice your poke checks, cross checks or any other method you like to take the puck away from the opposing players.

- **SHOOTING** - You can practice your shooting skills with this option. It's just you versus an opposing goalie. Take shots from all angles, and use your **Control Pad** to direct your puck to different locations in the net.

Note: This option is a good practice skill for breakaways.



RECORDS

The Records menu lets you select from these options:

WAYNE GRETZKY - View the career statistics, records and awards accumulated by "The Great One". If you have the time, read them all. You won't believe it!

HIGH SCORES - Press the **Control Pad Up** or **Down** to view the High Scores for Best Records, Best Teams, Best Statistics and Head-to-Head.

TEAM STATS - Take a look at all of the NHL® teams and NHLPA™ players included in the game. Press the **Control Pad Up** or **Down** to cycle through the teams. When you find a team you're interested in, press the **A Button** to view the rest of that team's players. They're listed as Centers, Wingmen, Defensemen or Goalies.

CONTROLLER PAK NOTES - If you have a *Controller Pak* inserted in your controller, you can use this option to view the amount of available file space remaining in the Pak. To delete the file in the Pak, press the **L** and **R Button** simultaneously.

CONTROLLER PAK STATS - If you have a *Controller Pak* inserted into your controller, you can view the saved statistical data stored inside. For every file you create, statistics are displayed. Press your **Control Pad Up** or **Down** to scroll through the saved data initials.

Your statistics for each saved initial will be displayed. Hold the **Z Button** to view additional statistics. Press the **L** and **R Button** simultaneously to delete a saved file. Press **START** to return to the Records Screen.

SETUP

The Setup Menu includes several options to configure the game the way you want. Press the **A Button** to make selections. Press the **B Button** to return to the previous menu. Here are the setup options:

OPTIONS

The Options Menu lets you make changes to your game's settings. Press the **A Button** to cycle through the available options. When you've finished making changes, press the **B Button** or **START** to return to the Setup Menu. Here are the options:



PLAY MODES

Wayne Gretzky's 3D Hockey '98 has two types of gameplay modes. They are:

ARCADE

Just like the arcade version, this mode is an all out, fast-action, 3 on 3 hockey game. No rules! No penalties! Just burn the puck past the goalie. The Team Size and Penalty options may not be changed in this mode.

SIMULATION

This game mode simulates real professional hockey with all rules enforced! You can make changes to the Team Size and the Penalty option in this mode.

OPTIONS

RINK SIZE

Choosing your rink size should be based on the number of players you plan to use for your game. A larger rink means more space and more distance for players to travel up and down the ice. The more players you select, the more space you'll want on the ice. You can select either of these rink sizes:

Arcade - This rink is perfect for a competitive 3 on 3 game. It's not as large as a regulation, so players are closer together during play. Physical contact is easier to achieve.

REGULATION - This rink is larger than the Arcade rink and perfect for a 5 on 5 game. More room is available for the players. You can also try using 3 or 4 player teams on this rink. The extra room might give you more space to avoid contact and get the puck in the net.

TEAM SIZE

This option is only available in *Simulation Mode*. You can select from 3, 4 or 5 players plus the goalie. In *Arcade Mode*, you will always play with 3 players and a goalie by default.

DIFFICULTY

Wayne Gretzky's 3D Hockey '98 includes 5 difficulty settings, ranging from **Very Easy** (easiest) to **Very Hard** (most difficult). Pick the setting you'd like to begin playing at, then work your way up to the more difficult settings. You'll need some ice time if you expect to win at the toughest setting.

PERIOD LENGTH

The time of each period can be changed the way you want. The amount of time you may choose depends on which play mode you select.

OPTIONS

Arcade Mode allows **1:30, 2:00, 2:30 and 3:00** minute period settings. In *Simulation Mode*, you can select from **5, 10, 15 and 20** minute periods.

FIGHTING

Fighting may be turned **On** or **Off** (see **Fighting**, pg. 29).

PENALTIES

The penalty setting may be turned to **Off**, **On** or **No Icing/ Offsides**. No penalties or infractions are enforced in the **Off** setting (*Arcade mode's* only setting). All penalties and infractions are enforced in the **On** setting. In the **No Icing/ Offsides** mode, all penalties are enforced except for *Icing* and *Offsides*. (See **Penalties**, pg. 33, for more details).

PLAYER SWITCHING

You can set up your game so you can switch control of the puck to any teammate you want. Select **Manual** to control player switching yourself. **Automatic** lets the CPU make the switch as soon as a CPU teammate receives a pass. If you select **Manual**, you'll need to assign a button on your Controller (see **Configure Controls**, pg. 18). **Note:** On defense, you can manually switch players even in Automatic Switch mode.

LINE CHANGES

As players fatigue, you'll need to make Line Changes and get fresh bodies on the ice. Select **Manual** to make the line changes yourself or **Automatic** to let the CPU decide. Line Changes will occur only after a stoppage in play, such as *Icing*, *off side* or a *goal*. If you select **Manual**, you'll need to press **START** to display the *Time Out* options, and set your Line Changes to **Yes**.

OPTIONS

PLAY SPEED

You can adjust the speed of pre-game transitions and face-offs by selecting **Normal** or **Fast**. In *Normal mode*, all transition screens will appear and face-offs will be slower. In *Fast mode*, some screens are skipped and face-offs are quicker.

PUCK STREAK

This option lets you turn the purple streak that accompanies the puck's movement **On** or **Off**.

PLAYER FATIGUE

When this option is set to **Off**, you won't need to make line changes, and you can use the same players throughout the game. When it's set to **On**, line changes should be made or players will slow down from fatigue.

DEFAULT CAMERA

You can set the game's default camera angle for your game. You can change your camera angle during a game Time Out, too (see **Camera**, pg. 27). Press the **Control Pad Left** or **Right** to cycle through the choices.

TOGGLE CAMERA

You can also set a secondary camera angle to toggle during the game. Press the **Control Pad Left** or **Right** to cycle through the choices.

LANGUAGE

Change the language of text. This game speaks English, French, German and Spanish.

CONFIGURE CONTROLS



From this menu, you can modify your controller the way you want. Press your **Control Pad Up** or **Down** to highlight the control option you want to change, then press the new button you want to take the place of that action. You can also specify button combinations to do a specific move.

Plug in any other Controllers you want to use, then select the Controller option from the Setup Menu once again and repeat the process.

You can reset changes you've made and start over at any time by selecting **Default Configuration** at the bottom of the screen. To accept changes you've made, select **Exit Configuration** and you'll return to the Setup Menu.

AUDIO



Listen to the various sounds included in the game, or set the volume levels for all game sounds. To play sounds or change sound levels, press the **Control Pad Up** or **Down** to highlight an option. Press **Left** or **Right** to select a sound or change the volumes. Press the **A Button** to return the volume settings to defaults or to play music and sounds. Press the **B Button** when you've finished.

PREGAME SET-UP



After you've selected your game type, this screen will appear. It displays 4 color-coded sections: one for each Controller available. When a Controller is plugged into a port, you can press **START** to view these options:

- **PLAY** - Select this option with the **START Button** to go directly to the Team/Line Selection Screen (see **Team Selection**, pg. 23).
- **INITIALS** - With a *Controller Pak* inserted into your Controller, you can enter your initials with this option. When you complete a game, the game will save your personal Win/Loss record and statistics, but powering the unit down or pressing **Reset** will cause them to be lost.

Each time you begin a game, just re-enter your initials here to update your database. The game will not save data accumulated in a game that was stopped prior to completion.

PREGAME SET-UP

To enter your initials, press your **Control Pad Up, Down, Left** or **Right** to move the highlight over the letter you want, then press the **A Button** to select your letters. Select "<" to backup and fix mistakes. When you've selected the third letter, you'll automatically go to the Team/Line Selection Screen.

- **CTLR (Controller) Pak** - If you have a *Controller Pak* inserted into your Controller, this option will appear. It allows you to enter your initials to create a file to save statistics for any games you play.

The next time you want to play a game, select this option again to select your existing initials and resume your season or add to your personal statistics.

There can be up to four Controller paks labeled **Ctr Pak1**, **Ctr Pak2**, etc. If you're using the wrong pak, you can press the **B Button** and go back to the Pregame Set-Up Screen and start over.

To enter your initials, press your **Control Pad Up, Down, Left** or **Right** to highlight the letter you want, then press the **A Button** to select. Repeat the process to enter three letters.

To select existing initials, press your **Control Pad Down** to highlight a file name, then press the **A Button** to select it. When you've finished entering an initial or selecting a file, you'll automatically go to the Team/Line Selection Screen.

SCORES & SEASON SCHEDULE



SCORES

Before each season game, you'll be updated on all other NHL scores for that day on your callender.

Your team and the current team on your schedule will flash with question marks in the score column.

Press the **Control Pad Left** or **Right** to select **Simulate** if you'd like the game to quickly simulate the play of the game. If you'd like to play the scheduled game yourself, select **Play** to start your season game.

SEASON SCHEDULE

Prior to each season game, the Season Schedule Screen will appear. It displays your team's schedule for the entire season. Press the **Control Pad Up** or **Down** to see the entire calender for a specific month. Press **Left** or **Right** to view the games for the upcoming month.



ALL STAR GAME

When half of your season has been completed, the players with the best statistics will be chosen by the game to play in an All-Star game.

TEAM SELECTION

Once you've entered your initials, you'll need to select a team and line. The Team/Line Selection Screen displays team names and players. A colored arrow is displayed, representing each player (see **Player Color ID Markers**, pg. 6). Press your **Control Pad Left** or **Right** to move the arrow to the team you want play on. You can team up with up to 3 friends and play against the computer or each other.

To select a team and a line:

1. Press your **Control Pad Left** or **Right** to cycle through the four NHL divisions, then press **Up** or **Down** to highlight a team.
2. When you find the team you want, press the **B Button** to cycle through that team's players. Press the **A Button** to select the team you want.
3. When you've selected a team, a colored box will highlight a player. The color depends on which controller you are using (see **Player Color ID Markers**, pg. 6).
4. Press the **B Button** to cycle and select lines and players, then press your **Control Pad Up** or **Down** to highlight the player you want to control. Defensemen become available in 4 and 5 player *Simulation Mode*. Your Goalie may be changed by pressing the **L** or **R Button**. Press the **A Button** to select a player.

Note: In multi-player games, teammates and opponents must follow steps 3 and 4 to select their players.



GAME ON!

You've made all your pre-game settings and line-up changes, and now you're ready to play. The following information will get you familiar with the game.

THE FACE OFF

During the face off, you'll be placed right on the ice with the players. To win the face off, press the **Control Pad** in the direction you want the puck to go, then press the **A** or **B Button** to gain control of the puck when the referee drops it.



After the referee drops the puck, watch the direction the puck takes. The screen will cut to its gameplay view, and you'll need to react quickly. If you have a face-off near the opposing net, try the **A + B Button** for a quick one-timer.

ON THE ICE



While the puck is in play, the main game screen displays the period and game time in the upper portion of the screen. Study the image above to locate and memorize the locations of important game information. This game is fast, so you won't want to take your eye away from the action for an instant. To see scores and game stats, press **START** and view them on the Time Out Screen.

PUCK POSSESSION

Players automatically gain control of the puck when it comes in contact with the colored ID marker beneath their skates. Avoid your opponent at all times, or he'll hit you like a freight train, then steal the puck away in the blink of an eye. Press the **B Button** to receive a pass from a drone.

PASSING THE PUCK

The **B Button** is used to pass the puck to your teammates. If you press the **B Button** alone, the puck will be passed in the direction of the closest teammate. To be more precise, press the **Control Pad** in the direction of the player you want to pass to, then press the **B Button**.

ON THE ICE

SHOOTING THE PUCK

It may seem like a no-brainer: just press the **A Button** and shoot. Well, the goalies fill the nets very well, so you'll have to try different methods to outsmart them. Here are some ideas: To attempt a:

- **Wrist Shot** - quickly tap the **A Button**.
- **Slap Shot** - press, hold then release the **A Button**.
- **Power Shot** - Press the **A Button** and the **Bottom C Button** simultaneously.
- **One-Timer** - with a computer teammate, make a mad dash for the net along with a teammate, then press the **A + B Button** simultaneously. With a human teammate, press the **B Button** to pass the puck. Your teammate must press the **A Button** just as he receives the puck. Press the **A Button** if you'd like your drone to take a shot.

TURBO

Keep an eye on the red light displayed on your control color bar. When red, you have available turbo. It will turn black when used, then recharge automatically as play continues.

THE GOALIE

The CPU controls the goalie at all times. Make sure the player you are controlling is close to the goalie to receive the puck. Opposing players just love to intercept a bad pass from the goalie and shoot it into the net. He will not release the puck if an opponent is in a threatening position.

In *Simulation* mode, if a goalkeeper holds the puck for longer than three seconds, play will be stopped and the puck faced off at the nearest end face off spot.

TIMEOUT OPTIONS

Press **START** at any point during the game, and the Time Out Screen will appear. Press **Control Pad Up** or **Down** to highlight the options, then press the **A Button** to select:

- **CONTINUE** - Exits menu, and returns to the game.

- **CAMERA** - Press the **A Button** to cycle through 7 different camera angles available in the game. The camera angle will change behind the Time Out Menu as you cycle through them. The camera is not available when time runs out or during a fight.

- **REPLAY** - To review a great play, select this option. Use these controls to watch the replay:

B BUTTON - PRESS AND HOLD TO REWIND

A Button - Press and hold to Play

Bottom C Button - Frame-by-Frame Forward Replay

Left C Button - Frame-by-Frame Reverse Replay

Top C Button - Zoom In

Right C Button - Zoom Out

L or R Buttons - Cycle to a specific player or puck

Control Stick - Rotates camera angle

Replay is not available during a fight. Also, replay stops at the end of a period, so view them before time runs out. When you're finished watching a replay, press **START** to return to the Time Out Screen.



TIMEOUT OPTIONS

- **OPTIONS** - Make changes to the game's Options (see **Options**, pg. 15, for details). Highlighted options cannot be changed while a game is in progress.
- **QUIT GAME** - Select this option to quit the game and return to the Main Menu. When you select this option, the game you forfeit will not be counted in your accumulated stats.

Note: Forfeiting a game is an irreversible decision. Be sure you want to end your game before selecting. No wimps!

- **Statistics** - Select this option to view updated statistics for League Leaders (see **League Leaders**, pg. 8). You can also view Player Cards (see **Player Cards**, pg. 11).

CHECKING

To steal the puck away from the opposing team, you'll need to be proficient in your checking skills. Here are the two types of checking:

- **POKE CHECK** - Press the **Left C Button** to have your goalie use his hockey stick to knock your opponent away from the net. The puck may become free. He may also use his stick to check a player without the puck.

- **BODY CHECK** - Using your body to knock the puck away from an opposing player in control of the puck. If you body check a player not in control of the puck, the referee may call a penalty in *Simulation Mode*.

In Arcade Mode, press the **Left C Button** to jar the puck away from the opponent; no penalty will be called.

FIGHTING

In the event that tempers get the best of two players, the game's progress is stopped, and the players square off. The Anger Meter grows as the players' intensity grows. The meter is located under the player's Control Color (see the diagram under **On the Ice**, pg. 21, to see the exact location). Here's how to handle yourself on the ice:

When a player drops the gloves to fight it out, he costs his team dearly. In *Simulation Mode* with penalties **ON**, a player guilty of fighting is sent to the penalty box, and a teammate must take his place.

In *Arcade Mode*, the player that fights is replaced by the player that occupies the same position in the next line. No player goes to the penalty box.

Here are your fight controls:

Hard Punch - **A Button**

Quick Jab - **B Button**

Grab + Punch - **A + B Button**

Uppercut - **A + Bottom C Button**

Note: The only major penalty imposed is Fighting, which calls for a penalty time of five minutes in a twenty-minute period. Both players in a fight are assessed this penalty, therefore it is always a coincident penalty (see **Delayed and Coincident Penalties**, pg. 34).

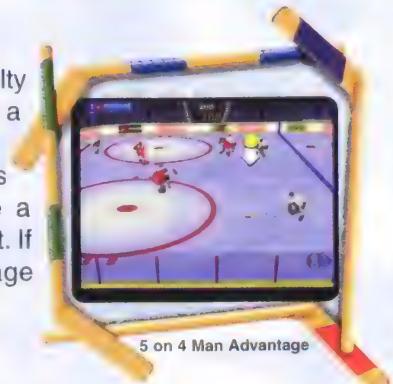
For more information about man advantage situations occurring in *Simulation Mode*, see **The Power Play**, pg. 30.

THE POWER PLAY

When a player is called for a penalty, he goes to the penalty box, and the opposing team has a man advantage on the ice.

The opposing team maintains the advantage until they score a goal or the penalty time runs out. If the team with the advantage scores a goal, the penalized player may leave the penalty box, and return to the ice.

Note: Players in the penalty box for misconduct penalties may not return to the ice following a scored goal against their team. Players are shown in the penalty box only when there is a power play or there are two separate non-coincident penalties.



SUDDEN DEATH

If regulation time expires during a game and the score is tied, teams will play an overtime period of sudden death. The time of the period is determined by the regulation time for the previous periods. The first team to score in overtime wins the game. If the teams are still tied following an exhibition or season overtime, the game will result in a tie. If you're playing a playoff series, more overtime periods will follow any scoreless overtime periods until a winner is determined.

SEASON POST GAME INFO

TEAM MANAGEMENT

Following each game, the Team Management screen will appear with options that allow you view the current status of your season. The options available are:

Next Game - Simply select this option to move on to the next game on your schedule.

Season Calender - View your next opponent and all of the other teams on your schedule (see **Season Schedule**, pg. 22).

League Leaders - See **League Leaders**, pg. 8.

Player Cards - See **Player Cards**, pg. 11

Trade Players - see **Trade Players**, pg. 9

Team Roster - See **Team Roster**, pg. 10



INFRACTIONS

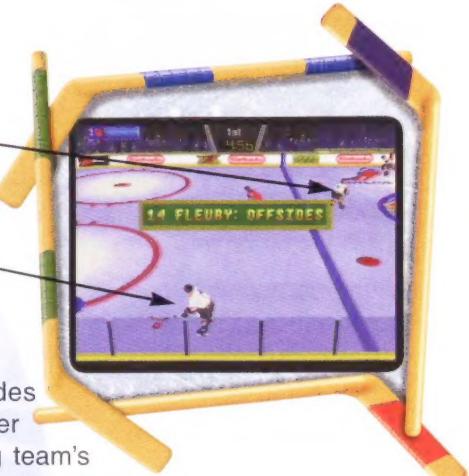
In order to understand the game's infractions, you'll need an overview of the hockey rink's dimensions:

The red center line in the middle of the rink has a blue line on each side. The area between the blue lines and the nets represents each team's Offensive or Defensive Zones. The Offensive Zone on one side of the rink is the opposing team's Defensive Zone. The area in the center of the rink, from blue line to blue line, is the rink's Neutral Zone. Infractions called in this game are *Offsides* and *Icing*.

OFFSIDES

Player shooting / passing puck Onside.

Teammate Offside in opposing team's Defensive Zone



The referee calls offsides when an offensive player crosses into the opposing team's Defensive Zone before the puck crosses the blue line toward the net. When offsides is called, the referee initiates a face off just outside the closest blue line. If the puck is intercepted by a member of the defending team at or near the blue line, the offside will be ignored and play will continue.

ICING

If a player hits the puck from behind the center red line beyond the goal line of the opposing team, play will be stopped. A face-off will then take place in the defensive zone of the team that iced the puck. After the puck has been iced, the referee will call Icing the moment the puck is touched by a defending player other than the Goalie. However, if an attacking player reaches the puck first, or if a defender touches the puck before it reaches the goal line, it will not be considered Icing and play will continue. Icing is not called on a short-handed team (fewer players on the ice than the opposing team.).

PENALTIES

MINOR PENALTIES

The minor penalties called in this game are limited to *Hooking*, *Tripping*, *Cross-checking* and *Charging*. When a minor penalty is called, the offending player will be ruled off the ice for a period of time, depending on your period duration (i.e., 30 seconds for a 5 minute period, 1 minute for a 10 minute period and 1:30 minutes for a 15 minute period).

If a minor or major penalty is incurred by a player of the team in possession of the puck, the Referee will immediately blow his whistle and penalize that player.

If a minor or major penalty is incurred by a player of the team not in possession of the puck, the referee will not blow his whistle until completion of the play by the team in possession of the puck. The play is considered completed when either the puck changes possession, a goal is scored or the team in possession commits an infraction of the rules.

Players in the penalty box may not be replaced on the ice, so the result of the penalty gives the opposing team a Power Play (see **The Power Play**, pg. 30). As many as two players may occupy the penalty box. When a team is short-handed (has fewer players on the ice than the opposing team) due to one or more penalties and the opposing team scores a goal, the first penalty called will automatically terminate.

A minimum of three skaters must remain on the ice (the goalie being the fourth).

PENALTIES

DELAYED AND COINCIDENT PENALTIES

If a player is penalized while two players of the same team are serving non-coincident penalties, the penalty time of the third player will not commence until the penalty time of one of the other two players has elapsed.

When this occurs, the penalty is considered a delayed penalty, and the player is allowed a substitute on the ice. When a penalty has been delayed, none of the players on the penalty bench may return to the ice until the first stoppage of play following the termination of their respective penalties.

When ONE minor penalty is assessed to ONE player of EACH team at the same stoppage of play, these penalties will be served without substitution provided there are no other penalties already being served.

Otherwise, when coincident penalties of equal duration are imposed against players of both teams, an equal number of these players will be immediately substituted. They may not leave the penalty bench until the first stoppage of play following the termination of their respective penalties.

INJURIES

Just like real hockey, players can be injured from hard checks and big hits. If your player is injured, he will be out for 1 to 3 periods. Injured players will always be available for the next game on the schedule.

PENALTY DISPLAYS



Penalty Information

At each stoppage of play, a window will appear listing all penalties. If a signalled minor penalty has been cancelled due to a scored goal, it will be displayed in grey.

When Time Out is called (see **Timeout Options**, pg. 27), the Time Out Menu will appear. Data for each team will appear with (up to five) penalties currently being served. For each penalty, the name of the penalized player and the time remaining to be served are shown.

Penalties that are counting down are displayed in red. Delayed penalties are shown in grey. Expired penalties are displayed in blue for players prohibited from entering play between stoppages and instances immediately after a goal, prior to the face-off (see **Delayed and Coincident Penalties**, pg. 33)

STATISTICS



At the end of each period and the end of a game, a stat screen appears. It displays a running total of each team's Goals, Shots and Penalties.

Press the **A or B Button** to cycle the period and game stats. Player pictures and stats will appear under the blue, yellow, red or green controller columns. It displays your goals, assists, points and shots on goal. The stats below the picture display totals for the game. Press **START** to return to the game.

CAREER STATISTICS

With a *Controller Pak*, you can accumulate career statistics for all the games you play (see **CTLR (Controller) Pak**, pg. 11). After a game, press the **A or B Button** to cycle through all post game stats. Your career statistics will appear. You'll also see a breakdown of your record against teams in all divisions.

CREDITS

MIDWAY HOME ENTERTAINMENT

VP Product Development Bill Hindorff
Senior Producer Wallace Poulter
Producer Howard Lehr
Gretzky '98 Game Design Wallace Poulter
Assistant Game Design David J. Ortiz
Product Analyst David J. Ortiz, Randy Slafsky
European Liaison Steve Wahid
Test Manager Mike Kruse
Test Leads Trenton Lewis & Pablo Buitrago
Testers Jose Ampran, Alex Beran & Cecil Carthen,
Charles Ybarra, Kevin Dines, Donald Gavino,
Scott Cavicchi, Jerry Cruz, Larry Cadelina,
Jesse Meza II, Mike Harris & Mario Guevara
Debra Austin, Shawn Murphy, Jon Mongelluzzo,
Erin Shems, Robert Shepherd & Dave Young
Brian Fritts, Howard Lehr, Rob Daly,
Debra Heinz, Steve Bennetts, Deborah Fulton,
Michael Barnett & Bruce Bennett
Ted Saskin, Mike Ouellet and the NHLPA
Ilene Kent, Catherine O'Brien and the NHL
Wayne Gretzky

Print Design & Production
Special Thanks

Very Special Thanks

SOFTWARE CREATIONS

Executive Producers Mike Webb & Paul Hibbard
Senior Producer Jim Tripp
Producer David McLachlan
Senior Programmer Allan Findlay
Programmer Paul Gill
Senior Artist Jim Bottomley
Artists Gavin Eagleton & Andrew Threlfall
Senior Tester Paul Lee
Testers Chris Brooks, Craig Dobson & Tony McColgan

WARRANTY

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Home Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Midway Home Entertainment Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE MIDWAY HOME ENTERTAINMENT INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS MIDWAY HOME ENTERTAINMENT INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

MIDWAY HOME ENTERTAINMENT INC.
1800 SOUTH BUSINESS HIGHWAY 45
CORSICANA, TX 75110

MIDWAY CUSTOMER SUPPORT
903 874-5092
10:00am - 6:30pm / Central Time
Monday - Friday